[5E] Zelda-inspired Sword of Guiding Bolt

5e Items

Just looking for some feedback on this weapon concept, intended for characters well over level 10:

Sword of Guidance. Weapon (longsword), very rare (requires attunement by a cleric or paladin)

You have a +2 bonus to attack and damage rolls made with this magic weapon. As long as your current HP matches your max HP, when you take the Attack action, you can cast the *Guiding Bolt* spell in place of one or more of your attacks, using your cleric or paladin spellcasting ~~ability modifier~~ attack bonus to hit. The weapon loses this ability when you are not at max HP, but retains its magical property and +2 bonus.

Edit: added cleric or paladin requirement to attunement and the cleric or paladin spellcasting ~~ability modifier~~ attack bonus to hit with Guiding Bolt.